

JOB DESCRIPTION

Developer

2020

COMPANY PROFILE

Manomay is a Global IT Consulting & InsurTech Firm with exclusive focus on the Insurance industry. With business technology alignment as the key emphasis, we work with multiple insurance companies both on Consulting (Strategic/Management/Implementation/Measurement) and Technology (InsurTech Products and Custom Specific Solution Development). Our Customer Base is spread across USA and Caribbean Islands (Bermuda, Cayman Islands, Barbados, Bahamas and Jamaica).

We are into InsurTech Product Development under the brand "MANTRA". We have 6 products in different stages of development.

Our InsurTech product "MANTRA" premise is to provide simple, automated answers to Insurance companies' complex situations such as legacy technology pull, rip & replace challenges, indecisiveness about enterprise IT, changing customer expectations & positioning, people & process challenges, integrations & associations etc.

With the right combination different new generation technologies (Artificial Intelligence, Augmented Reality, Robotic Process Automation, Machine Learning, Image Analysis), Mantra helps provide various technology solutions across the entire insurance value chain – with customer centricity, competitive positioning, ease of use, ease of integration/communication as the primary drivers.

Job Description:

To be part of the MANTRA InsurTech Product Life Cycle (Develop, Implement, Update/Upgrade, Maintenance and Manage) and be one of the key contributors

Experience:

- ④ 1 to 2 years of Core Development Experience in the Skill Sets covered above
- ④ Experience in Any Kind of Product Development is a very big plus
- ④ Exposure to Coding/Development Best Practices

Skillset

- ④ Python
- ④ Java Scripts Framework
- ④ RDBMS & No SQL Databases

Qualifications:

- ④ Bachelor's Degree in Engineering/Masters in Technology (Computer Science) with a minimum of 60% average from Institute of repute
- ④ Relevant certifications in the areas of Skill Set and Experience is good